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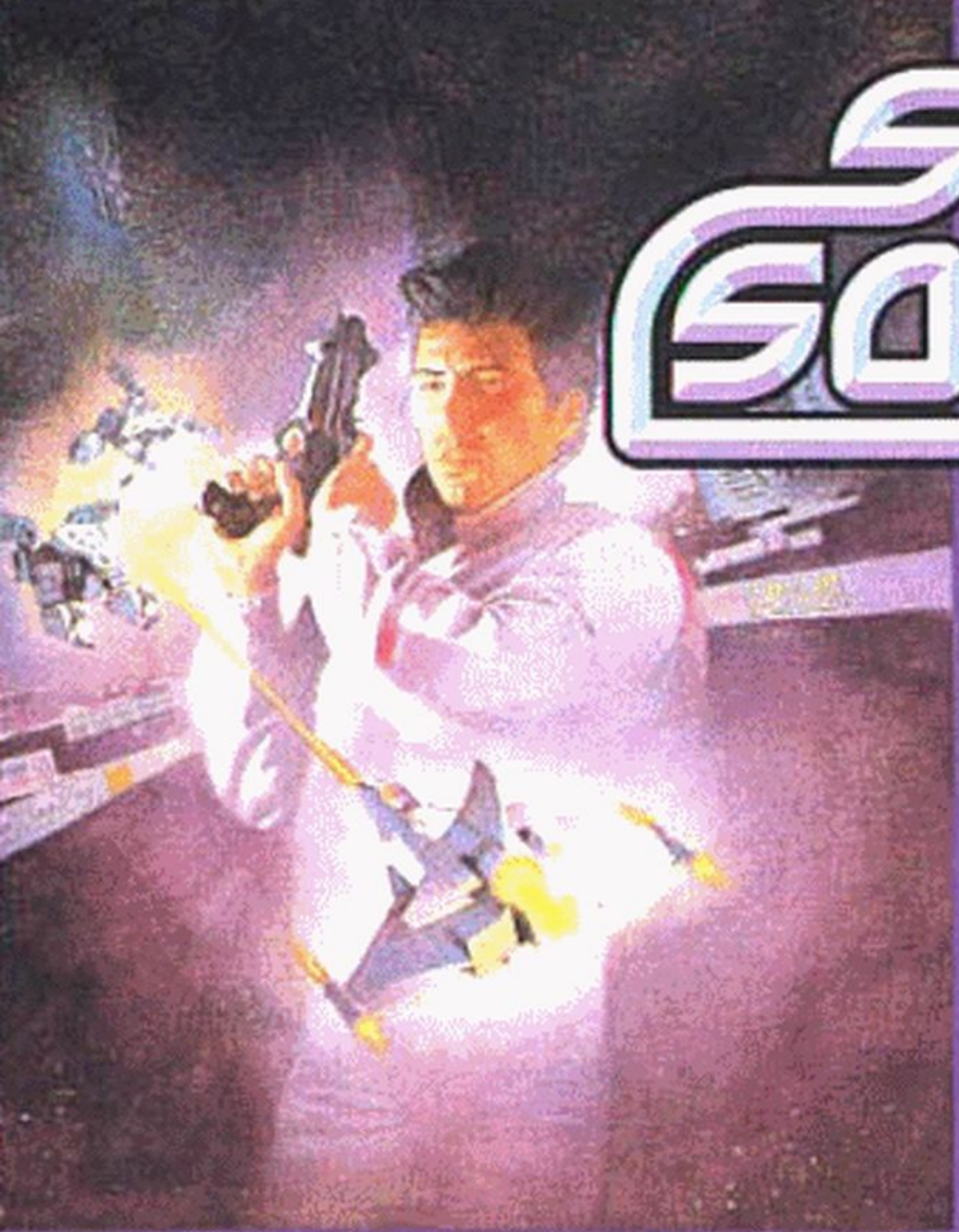

STAR SOLDIER™

INSTRUCTION MANUAL

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

Thank you for purchasing TAXAN's Game Cassette, Star Soldier. Please read this instruction booklet to ensure proper handling of your new game, and keep the booklet for future reference.

PRECAUTIONS

1) Be sure to switch off the computer when replacing your cassettes.
2) Avoid touching the terminal pins and do not get them wet.
3) This game should not be stored in places of extreme temperature.
4) Do not clean this cassette with thinners, benzine, alcohol or any other solvent.
5) Never hit or drop the cassette and do not take it apart.

THE STORY

A strange and evil presence is lurking in space. Crushing everything in its path, destroying spaceships full of innocent people, the fearsome Starbrain is threatening the entire Galactic Empire. Starbrain, a giant computer programmed only for destruction, inhabits an enormous space station, guarded by enemy ships and robot creatures. To penetrate the station is a job for the most skillful and experienced Star Soldier – you! You'll be piloting Caesar, the fastest fighter ship in the Galactic Fleet, with an awesome arsenal of weapons at your fingertips. Only you can end the brutal Starbrain's spree of destruction, and restore peace to the galaxy!

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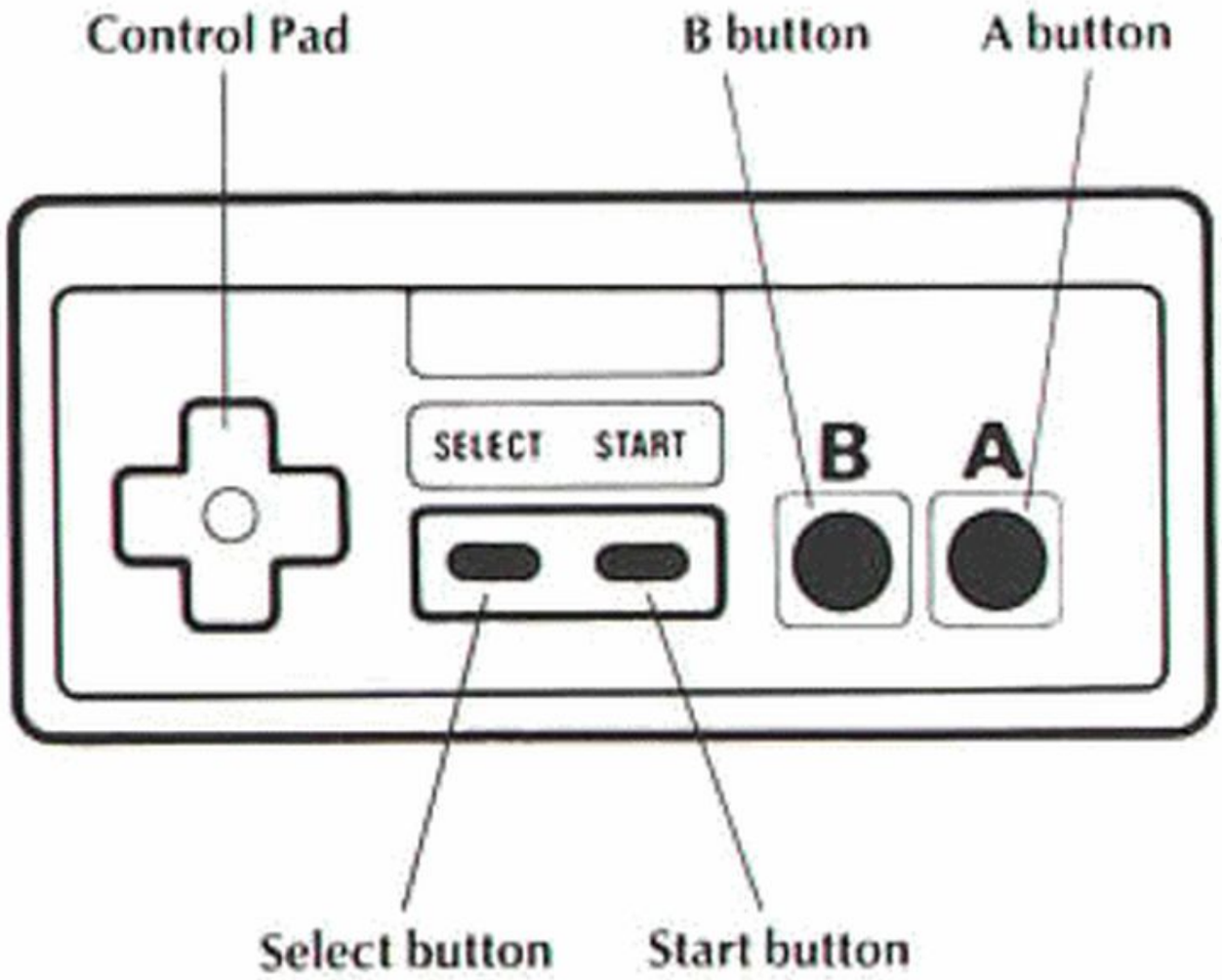
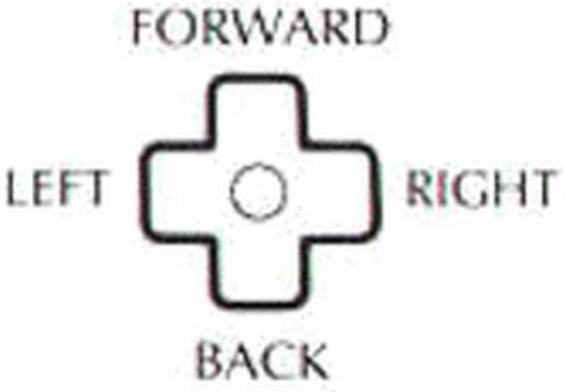
CONTROLLER PARTS



OPERATING INSTRUCTIONS

CONTROL PAD



A BUTTON/B BUTTON

Either the A button or the B button may be used to shoot.

START BUTTON

Press the Start button during the demonstration to display the game and press the Start button again to begin.

To pause while playing the game, press the Start button. To continue playing, press it again.

HOW TO PLAY

To make your ship more powerful, shoot the P-mark whenever you can.

Shooting the P-mark causes a capsule to appear. If you catch the capsule, your power will increase.

If you do not catch the capsule, your ship will move slowly and shoot only one bullet at a time. If you catch one capsule, you will be able to shoot many bullets at one time.

If you catch two capsules, Caesar will be transformed into a more powerful ship, and you will be able to shoot from behind you also.

If you catch three capsules, you will be able to shoot in five different directions at once, and you will also have a shield around you.

This shield will protect you from bombs and bullets, but will not protect you if you crash. If you get hit by one bullet, the shield will protect you, but you will only be able to shoot in three directions at once. If you get hit by five bullets, the shield will disappear.

If you catch a fourth capsule, you will be able to destroy any of your flying enemies.

PROGRESS OF THE GAME

1) Game start: Caesar is flying through space and shooting at enemies.

2) Space station: After a few seconds the space station will appear, along with your ground-based enemies.

3) Trap zone: You can fly under the space station to avoid your enemies.

4) Power-up: Catch power capsules to increase your ship's power.

5) Starbrain: When you destroy Starbrain, you finish this stage. If you cannot destroy Starbrain, or he escapes, you must go through the stage again.

6) Warp to next stage: When you destroy Starbrain, you will be warped to the next area.

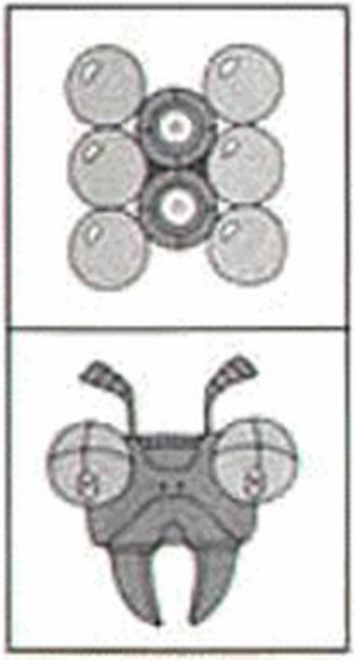
7) Big Starbrain: He appears at the end of stages 4, 8, 12 and 16. He is your strongest enemy, and is very difficult to destroy. Good luck!

8) Mission accomplished: When you have destroyed Big Starbrain after stage 16, your mission will be complete.

ENEMIES

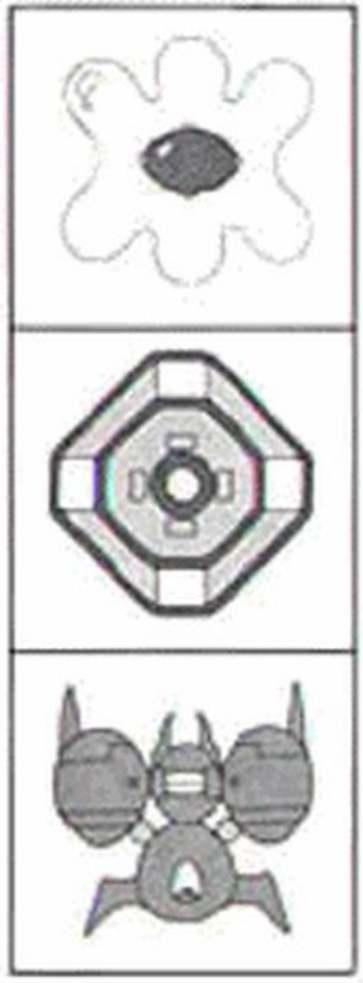
There are two types of enemies you will encounter: flying enemies and ground-based enemies. Your enemies will maneuver and attack in many different ways. Try to figure out the movements of each enemy in order to counterattack more efficiently.

FLYING ENEMIES



Auteriss

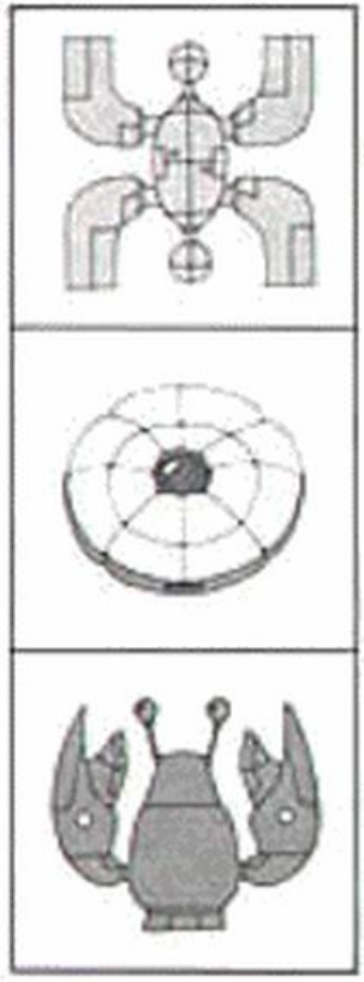
Beeq



Mayba

Laos

Pendo

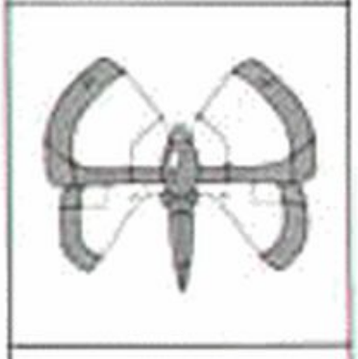


Solad

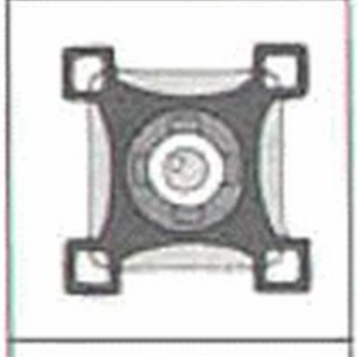
Lydan

Dorak

Jera



Kadiss

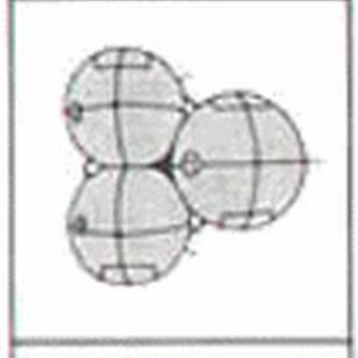


Deda

Kargo

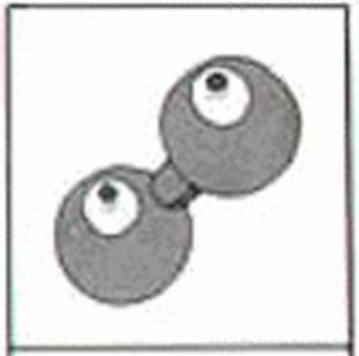
Butterfu

Patera

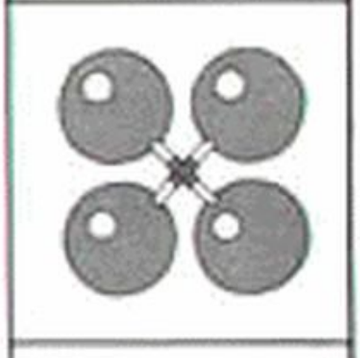


Guha

Temees



Steria



Sirant

Ake

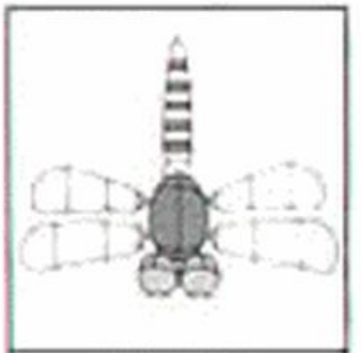
Merisu

Leda

Tuora

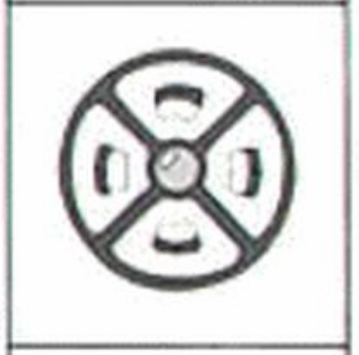
Leado

Pring



Yarl

Prizon



Lewido

Sopla: Lewido changes into Sopla and cannot be destroyed. It comes from Starbrain.

Beta and Luke: They look exactly the same but have different movements. You can destroy Luke with one bullet.

Shidiko: Two will appear at the same time. You can destroy either one with sixteen bullets. When you destroy it, all other flying enemies will disappear.

Lazado: You can destroy him with sixteen bullets, or you can find the secret method of destroying him more quickly.

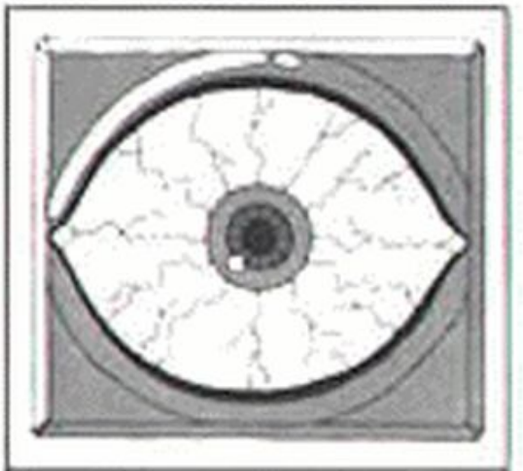
GROUND-BASED ENEMIES

Zagu: Appears when you shoot a certain area on the ground. If you destroy it, you will gain over 500 points.

Tolud

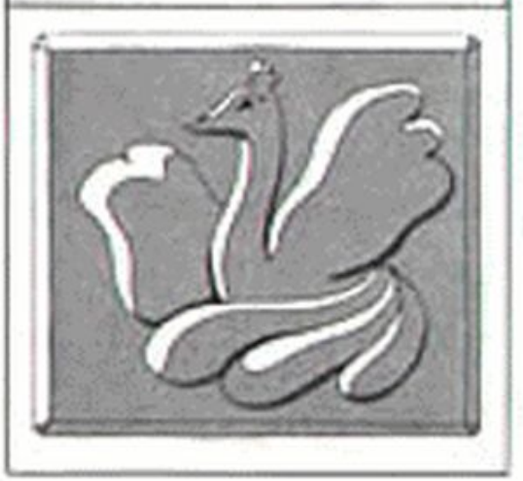
Auzo

Gradiss



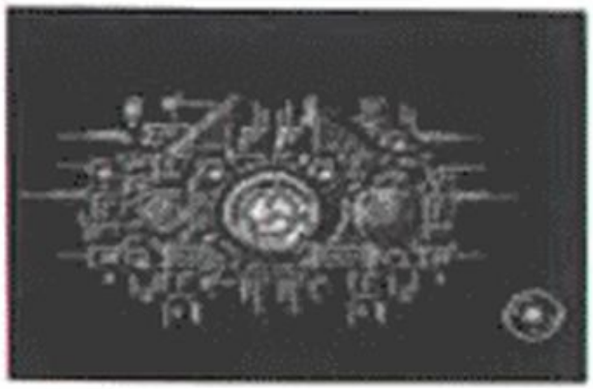
Dalaeo

Bodibuss

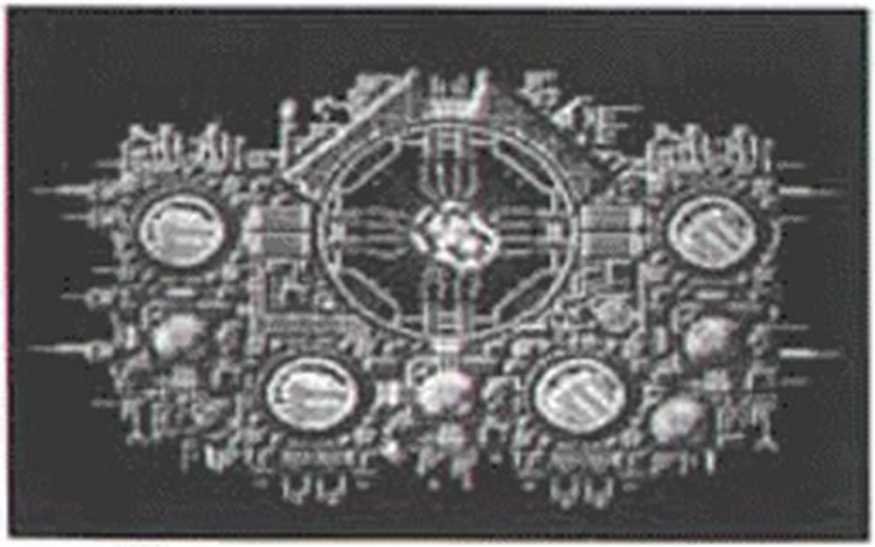


Holner

STARBRAIN AND BIG STARBRAIN



Starbrain: At the end of each stage Starbrain will appear. If you shoot him with thirty-two bullets in the center, he will be destroyed.



Big Starbrain: You must shoot him in all four power cells, then you must destroy his center. If you cannot destroy him within a certain amount of time, he will escape.

HIGH SCORE TIP

Zagu, Dalaeo and Lazado hold the secret of getting the highest score. Study each one to find the secret. There is also a secret enemy which you must try to find.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more the of following measures:

–Reorient the receiving antenna

–Relocate the NES with respect to the receiver

–Move the NES away from the receiver

–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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